Outline for October 9, 2008

1. Synchronization primitives
   a. Monitors

2. Synchronization primitives: non-shared memory
   a. Why?
   b. Interprocess communication (IPC): send, receive
   c. Blocking vs. non-blocking
   d. Capacity
   e. Identifying senders, receivers; naming
   f. Remote procedure calls (RPC): call, accept